

**(2.) Please amend page 2, lines 10-14 as follows:**

112  
These prior-art monitoring devices often use technologies that are not 'intelligent' in the modern sense; they merely provide an 'ON/OFF' indication to the centralized monitoring system. The appliances also are not 'networked' in the modern sense; they are generally hard-wired to the centralized monitoring system via a 'current loop' or similar arrangement, and do not provide situational data other than their ON/OFF status.

**(3.) Please amend pages 3, line 13-22 as follows:**

A3  
Prior-art surveillance systems are oriented towards delivering a captured video signal to a centralized monitoring facility or console. In the case of analog composite video signals, these signals were transported as analog signals over coaxial cable or twisted-pair wiring, to the monitoring facility. In other systems, the video signals were compressed down to low bit rates, suitable for transmission over the public-switched telephone network on the Internet. Each of these prior-art systems suffers functional disadvantages. The composite video/coaxial cable approach provides full-motion video but can only convey it to a local monitoring facility. The low-bit rate approach can deliver the video signal to a remote monitoring facility, but only with severely degraded resolution and frame rate. Neither approach has been designed to provide access to any available video source from several monitoring stations.

**(4.) Please amend page 3, lines 23-27 as follows:**

A4  
Another commonplace example is the still-image compression commonly used in digital cameras. These compression techniques may require several seconds to compress a captured image but once done, the image has been reduced to a manageably small size, suitable for storage on inexpensive digital media (e.g., floppy disk) or for convenient transmission over an inexpensive network connection (e.g., via the internet over a 28.8 kbit/sec modem).

**(5.) Please amend page 4, lines 7-17 as follows:**

A5  
These "closed circuit television" systems typically consist of a monochrome or color television camera, a coaxial cable, and a corresponding monochrome or color video monitor, optional VCR recording devices, and power sources for the cameras and monitors. The

A5  
interconnection of the camera and monitor is typically accomplished by the use of coaxial cable, which is capable of carrying the 2 to 10 megahertz bandwidths of baseband closed circuit television systems. There are several limitations to coaxial cable supported systems. First, the cable attenuates by the signal in proportion to the distance traveled. Long distance video transmission on coaxial cable requires expensive transmission techniques. Second, both the cable, per se, and the installation are expensive. Both of these limitations limit practical use of coaxial closed circuit systems to installations requiring less than a few thousand feet of cable. Third, when the cable cannot be concealed is not only unsightly, but is also subject to tampering and vandalism.

---

**(6.) Please amend page 4, lines 18-30 to page 5, lines 1-9 as follows:**

---

P10  
Other hardwired systems have been used, such as fiber optic cable and the like, but have not been widely accepted primarily due to the higher costs associated with such systems over coaxial cable. Coaxial cable, with all of its limitations, remains the system of choice to the present day. Also available are techniques using less expensive and common twisted pair cable such as that commonly used for distribution of audio signals such as in telephone or office intercom applications. This cable is often referred to as UTP (twisted-pair) or STP (shielded twisted-pair) cable. Both analog and digital configurations are available and have been implemented. This general style of twisted pair cable, but in a more precise format, is also widely used in Local Area Networks, or LANs, such as the 10Base-T Ethernet system, 100 Base-T, 1000 Base-T and later systems. Newer types of twisted pair cable have been developed that have lower capacitance and more consistent impedance than the early telephone wire. These newer types of cable, such as "Category 5" wire, are better suited for higher bandwidth signal transmission and are acceptable for closed circuit video applications with suitable special digital interfaces. By way of example, typical audio voice signals are approximately 3 kilohertz in bandwidth, whereas typical video television signals are 3 megahertz in bandwidth or more. Even with the increased bandwidth capability of this twisted pair cable, the video signals at base band (uncompressed) can typically be distributed directly over twisted pair cable only a few hundred feet. In order to distribute video over greater distances, video modems (modulator/demodulators) are inserted between the camera and the twisted pair wiring and again between the twisted pair wiring and the monitor. Twisted pair cable is lower in cost than coaxial cable and is easier to install. For the longest distances for distribution of video, the video signals are digitally compressed for transmission and decompressed at the receiving end.

---

**(7.) Please amend page 5, lines 22-29 as follows:**

A4  
Because of the inherent limitations in the various closed circuit television systems now available, other media have been employed to perform security monitoring over wider areas. This is done with the use of CODECs (compressors/decompressors) used to reduce the bandwidth. Examples include sending compressed video over standard voice bandwidth telephone circuits, and more sophisticated digital telephonic circuits such as frame relay or ISDN circuits and the like. While commonly available and relatively low in cost, each of these systems is of narrow bandwidth and incapable of carrying "raw" video data such as that produced by a full motion video camera, using rudimentary compression schemes to reduce the amount of data transmitted. As previously discussed, full motion video is typically 2 to 10 megahertz in bandwidth while typical low cost voice data circuits are 3 kilohertz in bandwidth.

**(8.) Please amend page 7, lines 12-16 as follows:**

PS  
In many security applications it is desirable to monitor an area or a situation with high resolution from a monitor located many miles from the area to be surveyed. As stated, none of the prior art systems readily available accommodates this. Wide band common carriers that are used in the broadcast of high quality television signals could be used, but the cost of these long distance microwave, fiber or satellite circuits is prohibitive.

**(9.) Please amend page 8, lines 8-15 as follows:**

PA  
In my above described applications, each camera additionally performs motion detection within its captured scene, by analyzing differences between periodically sampled scenes. Upon detection of a motion event, the camera may take a variety of actions, including

- Storing a still-image of the scene containing motion
- Commanding a remote server to store the image
- Storing the scene captured immediately prior to the motion event
- Commanding a remote viewing station to display live video from the camera
- Commanding the server to store live video from the camera.

**(10.) Please amend page 9, lines 15-16 as follows:**

110 The portable unit may also include a camera by which both video and still images may be captured for transmission to the hub via the wireless link.

**(11.) Please amend page 9, lines 28-30 to page 10, lines 1-4 as follows:**

111 Wireless networks typically have limited bandwidth. As mentioned, a wired network may carry several dozen streams of 1 Megabit/second video. Common wireless networks, however, are typically far more bandwidth-constrained. Typical IEEE 802.11 wireless LANs support a maximum bandwidth of 11 MB/s. Moreover, in wireless networks it is common practice to 'trade-off' network speed in exchange for improved bit-error-rate. In other words, greater distances may be obtained by sacrificing network speed. This makes bandwidth on a wireless network even more precious than on a wired network.

**(12.) Please amend page 11, lines 9-11 as follows:**

112 It is an additional object and feature of the subject invention to provide visible indication of signal quality (can discuss "strength" which is one way, and "buffer status" which is another way, or a hybrid) of the received signals at the wireless, portable module.

**(13.) Please amend page 11, lines 18-22 as follows:**

#### BRIEF DESCRIPTION OF THE DRAWINGS

113 Fig. 1 illustrates a system diagram for a wireless system.

Fig. 2 illustrates a wireless system having a multicast/unicast routing component.

Fig. 3 is an expansion of the diagram of Fig. 1 to better illustrate the multicast/unicast features.

Fig. 4 illustrates the use of the packet buffer as a signal strength generator.

**(14.) Please amend page 12, lines 13-14 as follows:**

114 This transmitter can be an industry standard wireless LAN such as from Aeronet (now Cisco) with chips from Intersil and others, using IEEE 802.11B or other suitable standard protocols.

**(15.) Please amend page 13, lines 2-5 as follows:**

A15  
The portable unit may also include a camera by which both video and still images may be captured for transmission to the hub via the wireless link and allows adding stills or motion data to the server's archive database for future retrieval, or provides the capability for other monitor stations to receive the video and stills on a real time or near real time basis.

**(16.) Please amend page 14, lines 5-16 as follows:**

A16  
Figure 1 illustrates such a representative network. A plurality of compressed digital multicast cameras 30A through 30N are connected to a wired network, typically through a network switch or router 31. One or more monitor stations 33 may be connected by network wiring to the network. A server 32 is connected to the network, and is used for image archival, event or alarm processing, or serving appropriate HTML pages to clients viewing cameras or browsing the image database. In addition, a wireless network is connected to the network router or switch 31. The wireless network consists of a number of wireless hubs 34A through 34N, disposed at various sites around the facility. The wireless hubs 34A through 34N may be interconnected via a multi-drop topology such as 10Base-T or equivalent, or may use a series of network hubs (not shown). One or more wireless clients 37 or 39 are free to roam the facility, connecting to the wired network via antennae 35A through 35N, 36 and 38. These wireless clients may use the network to receive selected camera video streams or view selected images from the image storage database.

**(17.) Please amend page 15, lines 18-24 as follows:**

A17  
In the present invention, this is accomplished with a bar graph display, shown on the client's screen, showing the current receiver buffer fullness. Figure 4 illustrates the concept. The overall wireless network 70 communicates with the client's Wireless Network Interface 73 via antennas 71 and 72. As incoming packets are received, they are placed in the client's receive buffer 74, which is organized as a First-in, First-out (FIFO) buffer. Packets are removed from the buffer 74 in sequence according to timestamps generated by the originating video source. These packets are forwarded to the video decoder 75 and display screen 76 for viewing.